Sean McAuliffe | Design & Development

A creative professional with a valuable combination of artistic talent and technical ability. Interested in joining a team focused on creating interfaces that both delight and empower users. Comfortable moving between design and development roles. Self-motivated, with a curious nature and eagerness to learn.

EXPERIENCE

UI Designer/Developer | Boeing – Berkeley Heights NJ, 2007 to present

Work on an Agile development team creating web applications for the Intelligence Community. Involved in all aspects of the product lifecycle: brainstorming, design, prototyping, planning, and execution.

- Guide the visual design and interactive workflow of our software products.
- Provide expert knowledge of CSS, HTML and Javascript.
- Work collaboratively on wireframes, mock-ups, rapid prototypes, and design-spikes.
- Implement user interfaces using tools and frameworks including Bootstrap, jQuery, Ruby on Rails, AngularJS, D3 and Cordova.
- Directly responsible for combining separate design and development groups into one Agile team.
- Major part of company's move to mobile. Introduced responsive design. Designed and helped develop our first mobile app using Cordova and AngularJS.
- Ever-evolving toolset includes vim, Sublime Text, Photoshop and Illustrator, git and svn, Chrome DevTools and Stack Overflow.

Lead Designer | Gizmo Enterprises, Inc. - New York City, 2000 to 2007

Oversaw graphic design and interactive services for a boutique media production studio in Manhattan. Directly responsible for broadening the company's list of services to include Flash animation/programming, DVD/Blu-ray authoring and motion graphics design. Created motion graphics for broadcast television, industrial videos and interactive projects. Built company's web-based client portal and other client web sites.

Sound Designer, Mixer, Recordist | BAM Media Services – Red Bank NJ, 1997 to 2000

Worked as a sound editor/mixer and recordist for small studio focused on audio postproduction for television and film. Recorded voice-over for television and radio. Sound designed and mixed broadcast television shows, documentaries, independent films, commercials and new media. Gained expert knowledge of industrystandard digital audio/video applications and gear, including ProTools, AVID and Final Cut Pro.

EDUCATION

Carnegie Mellon University – B.A., Literary & Cultural Studies. Minor in Music.